IN THE CLAIMS

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1-38. (cancelled)

39. (Currently amended) A method for generating a character in a computer system comprising:

constructing a skeleton of a predetermined object;

superimposing the skeleton with a digital image wherein the digital image includes the predetermined object; and

preparing the digital image The method of claim 32, wherein preparing the digital image includes background subtraction.

40. (Currently amended) A method for generating a character in a computer system comprising:

constructing a skeleton of a predetermined object;

superimposing the skeleton with a digital image wherein the digital image includes the predetermined object; and

preparing the digital image The method of claim 32, wherein preparing the digital image includes background subtraction by manually extracting the predetermined object.

41. (Currently amended) A method for generating a character in a computer system comprising:

constructing a skeleton of a predetermined object;

superimposing the skeleton with a digital image wherein the digital image includes the predetermined object; and

preparing the digital image The method of claim 32, wherein preparing the digital image includes performing background subtraction using a parameter of the skeleton.

42. (Currently amended) A method for generating a character in a computer system comprising:

constructing a skeleton of a predetermined object;

superimposing the skeleton with a digital image wherein the digital image includes the predetermined object; and

preparing the digital image The method of claim 32, wherein preparing the digital image includes capturing a real time image of the predetermined object.

43. (Currently amended) A method for generating a character in a computer system comprising:

constructing a skeleton of a predetermined object;

superimposing the skeleton with a digital image wherein the digital image includes the predetermined object;

preparing the digital image; and

The method of claim 32, further comprising determining a topology of the skeleton.

44. (Currently amended) A method for generating a character in a computer system comprising:

constructing a skeleton of a predetermined object;

superimposing the skeleton with a digital image wherein the digital image includes the predetermined object;

preparing the digital image; and

The method of claim 32, further comprising determining where a motion will occur.

45. (Currently amended) A method for generating a character in a computer system comprising:

constructing a skeleton of a predetermined object;

superimposing the skeleton with a digital image wherein the digital image includes the predetermined object; and

preparing the digital image—The method of claim 32, wherein the personalized-character can be animated.

46-52. (cancelled)

53. (Previously presented) A method for compressing video data comprising:

developing an initial representation from an initial image of a known object;

comparing a current image of said known object with said initial representation;

developing a description of a position change of said known object between said current image and said initial representation; and

transmitting data associated with the position change to animate said known object.

- 54. (Previously presented) A method as recited in claim 53 wherein said initial representation is a skeleton representation.
- 55. (Previously presented) A method as recited in claim 53 wherein said description includes a description at least one of a rod and a joint position.
- 56. (Previously presented) A method as recited in claim 53 wherein said description includes a description of at least one of a rod and a joint position is a relative position.
- 57. (Previously presented) A method as recited in claim 53 wherein said description includes a description of at least one of a rod and a joint position is an absolute position.
- 58. (Previously presented) A method as recited in claim 53 wherein said description is transmitted over a network.